

TITLE OF INVENTION

COMPILER FOR GENERATING RISC OBJECT CODE WHEREBY  
OPERATIONS ON BIT VARIABLES WRITTEN IN SOURCE CODE ARE  
EXECUTED BY PROCESSING BASED ON BIT JUDGEMENT OPERATIONS TO  
THEREBY REDUCE THE AMOUNT OF OBJECT CODE

BACKGROUND OF THE INVENTION

## Field of Application

The present invention relates to a compiler for  
generating object code to be executed by a RISC (Reduced  
Instruction Set Computer) type of CPU (Central Processing  
Unit), from source code of a computer program, and to a  
microcomputer having the object code stored in a program  
memory.

## Description of Prior Art

Development of a program to be executed by a computer  
is generally performed by first writing the program as  
source code, in a high-level programming language such as C  
or C++. The source code is then compiled, i.e., converted  
by execution of a program referred to as a compiler, into  
object code consisting of successive instructions in  
machine language, which can be directly executed by the CPU  
of a computer. After the program source code has been  
compiled, the object code of the program is stored in  
memory at the computer which will utilize it, and the  
program can then be executed.

A RISC type of CPU is configured for execution of instructions from among a small set of object code instructions, which perform respective simple functions and can have short execution times. Each stage of a program, such as performing a "fetch", "decode", "write" operation, etc., is performed by executing a relatively large number of the RISC instructions, with these being executed in parallel as far as possible (i.e., using pipeline operation) in order to maximize the program execution speed. However the amount of such RISC object code that is generated from the source code of a program by the compiler is substantially greater than that which would be generated for the same program in the case of a CISC (Complex Instruction Set Computer) type of CPU.

Fig. 7 shows an instruction list that is an example of object code that might be generated by a prior art type of compiler for execution by a RISC type of CPU, for the following portion of source code:

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bit1 = bit2 & bit3 .....(1)
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Here, bit1, bit2 and bit3 are names of respective bit variables, and the expression performs the AND logic function to obtain the logic product of the values of bit2 and bit3, and assigns the value of the result to the bit variable named bit1. An expression such as (1) above, which performs an operation on bit variables to obtain a

result value which is assigned to a specified bit variable, will be referred to in the following and in the appended claims as a bit operational expression. It will be assumed that each of bit1, bit2 and bit3 is the fourth bit within a corresponding 8-bit variable (i.e., counting from the LSB of the 8-bit variable as the first bit). The 8-bit variables respectively containing bit1, bit2 and bit3 will be designated BIT1, BIT2 and BIT3 respectively.

Fig. 8 is a simple flow diagram showing the processing which would be executed by a prior art compiler to convert the source code of the above bit operational expression into object code. A1, A2, A3, and A4 designate successively generated portions of the object code.

In Fig. 7, the portion C1 of the object code effects an operation whereby the contents of the 8-bit variable BIT2 (which are held in memory) are read into a general-purpose register named reg1, then the contents of that register are right-shifted by three bit positions so that the desired fourth bit of the 8-bit variable is set in the LSB position in register reg1. The logic product of the contents of register reg1 and a set of mask data #\$0001 (where the \$ symbol indicates a base-16 number) is then derived, to thereby clear all of the bit positions in register reg1 other than the LSB position. The above portion C1 in Fig. 7 corresponds to step A1 in Fig. 8.

Portion C2 of the object code in Fig. 7 effects the same processing as that described above for the portion C1, but applied to the bit variable bit3 and utilizing a second general-purpose register, named reg2. This corresponds to step A2 in Fig. 8.

Portion C3 of the object code in Fig. 7 constitutes processing whereby the logic product of the respective contents of registers reg1 and reg2 is obtained. This corresponds to step A3 in Fig. 8. Next, in portion C4, the result of the logic product operation (which remains in register reg1) is left-shifted by three bit positions, then the contents of the 8-bit variable BIT1 are read into register reg2, and the logic product of the contents of register reg2 and the set of mask data bits #\$fff7 is obtained, to thereby clear the bit which is at the fourth bit position in register reg2 while leaving the other contents of that register unchanged. The logic sum of the contents of the registers reg1, reg2 is then obtained, with the result of that operation being left in register reg2. The contents of register reg2 are then written into memory, to replace the previous contents of the 8-bit variable BIT1. This corresponds to step A4 in Fig. 8. This completes the processing sequence shown.

With a RISC type of CPU, since the instruction set is small, there are no dedicated instructions for reading out

the values of bit variables. Hence it is necessary to use a plurality of other instructions, in combination, to perform such a function. As a result, in order to execute a bit operation which is written in source code as a single program step, it is necessary to use a total of 18 steps in the object code that is to be executed by a RISC CPU, with the example of Fig. 8. Hence, the memory capacity required to store a program that is to be executed by a RISC type of CPU becomes large, while in addition, the greater the number of steps that must be processed, the lower will become the program execution speed.

In the following, an expression representing processing whereby the value of a specified bit variable is judged or the respective values of a plurality of specified bit variables are judged, to obtain a binary (i.e., "true" or "false") result and whereby specified operations are performed based on the judgement result, will be referred to as a condition judgement expression.

#### SUMMARY OF THE INVENTION

It is an objective of the present invention to overcome the disadvantages associated with use of RISC object code in the prior art, as set out above, by providing a compiler for generating object code to be executed by a microcomputer having a RISC type of CPU, whereby the amount of object code that is generated for a

program is substantially less than in the prior art and the program execution speed of can be increased.

More specifically, according to a first aspect, the invention provides a compiler for generating object code to be executed by a microcomputer having a RISC type of CPU, whereby when there is a bit operational expression written within the source code for a program, a corresponding portion of object code is generated by the compiler for performing the following functions:

(a) executing a condition judgement operation to obtain a "true" or a "false" decision, based on judging the respective values of the bit variables which are operands of the bit operational expression, and

(b) assigning a predetermined first binary value to the bit variable which constitutes the result of the bit operational expression, when a "true" judgement result is obtained and assigning a predetermined second binary value as the result of the bit operational expression when a "false" judgement result is obtained.

For example if the bit operation is to obtain the logic product of the values of two bit variables m and n and to set the result as the value of the bit variable p, i.e.:

$$p = m \& n \quad \dots\dots\dots(2)$$

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$$m=1 \quad \&\& \quad n=1 \quad . . . . . (3)$$

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performed based upon the decision obtained from the condition judgement operation.

By generating object code for each bit operational expression in that way, the number of steps which must be executed by the RISC type CPU to perform each bit operation that is written in the source code can be substantially reduced by comparison with the prior art. Furthermore, since in general a CPU will execute bit operations very frequently during execution of a program, the invention enables the overall amount of object code that is generated for a program to be reduced, while in addition enabling the overall speed of execution to be increased.

In general, the bit variables which are to be operated on will be held in memory beforehand, within respective 8-bit, 16-bit or 32-bit data units, and the requisite data unit for each bit variable will be read out from memory and loaded into a general-purpose register in order to perform a bit judgement operation.

However, according to a second aspect, the invention is also applicable to processing operations performed on a set of bit variables constituting a bit field which is held as a register variable (i.e., in an internal CPU register which is reserved by the program for that purpose). In that case, the invention can be applied to judge the respective values of the bit variables in the bit field,



and perform operations such as setting the value of a bit variable, in accordance with the judgement results.

According to a third aspect, the invention provides a program conversion apparatus for a RISC type of CPU, with the program conversion apparatus performing processing whereby a compiler that is stored in memory means of the program conversion apparatus generates object code for a program such that when a bit operational expression is written within the source code of that program, the bit operational expression is converted to a condition judgement expression which makes a decision based on the respective values of bit variables which are operands of the bit operational expression, and such that respectively different values are assigned to a bit variable that is the result of the bit operational expression, in accordance with whether the judgement decision is "true" or "false".

#### BRIEF DESCRIPTION OF THE DRAWINGS

Fig. 1 is a flow diagram for illustrating the basic processing which is executed by a compiler of an embodiment of the invention, applied to a bit operational expression appearing in source code of a program;

Fig. 2 is a flow diagram, based on the flow diagram of Fig. 1, showing processing performed through execution of object code which has been generated by the compiler of

this embodiment from the source code of a bit operational expression;

Fig. 3 is a program list of mnemonics representing object code which is generated by the embodiment, corresponding to the processing of Fig. 2;

Fig. 4 is a conceptual diagram of a program conversion apparatus constituted by a computer such as a personal computer or workstation;

Fig. 5 is a conceptual diagram for illustrating the conversion of a program source code file to an object code file, by the compiler;

Fig. 6 shows an example of the general electrical configuration of a microcomputer;

Fig. 7 is a prior art example of object code, corresponding to the program list of Fig. 3; and

Fig. 8 is a flow diagram of processing performed through execution of object code which has been generated by a prior art compiler from the source code of a bit operational expression.

#### DESCRIPTION OF PREFERRED EMBODIMENTS

Fig. 4 is a conceptual diagram for use in describing an embodiment of a program conversion apparatus according to the present invention. The apparatus is made up of a computer which will be assumed to be a personal computer 1 (but might be some other type of computer such as a

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memory 7 (shown in Fig. 6, described hereinafter) of a microcomputer 6.

Fig. 6 is a functional block diagram showing the general electrical configuration of the microcomputer 6.

The microcomputer 6 may be configured as a single-chip microcomputer, and is formed of a CPU 8, a program memory 7 such as an EEPROM or a flash ROM, and an internal memory 9 such as a SRAM. An external memory 10 is connected to the microcomputer 6. The CPU 8 is connected to the program memory 7, the internal memory 9 and the external memory 10 by an address bus 11 and a data bus 12. Internally, the CPU 8 is formed of an arithmetic and logic section 13, for controlling calculation processing operations, etc., a register section 14 which is formed of a plurality of registers that are utilized by the arithmetic and logic section 13, and a control section 15 for controlling operations such as loading data into registers of the register section 14, and storing data read out from these registers into memory. Since the general internal configuration and operation of such a type of microcomputer are widely known, detailed description will be omitted.

It is assumed as a precondition that the CPU 8 of this embodiment is configured to be capable of executing at least the following dedicated bit operation instructions:

Bit test instruction : tst (. b/w/1)

Bit set instruction : set (. b/w/1)

Bit clear instruction : clr (. b/w/1)

In the above, ". b/w/1" are a set of access sizes, one of which may be attached to an instruction. The bit test instruction is an instruction for testing (i.e., judging the value of) a specified bit variable. The Z-flag of a CCR (Condition Control Register) within the register section 14 can be set to a state which will affect the subsequent operation of the CPU 8 (i.e., will result in branching to a specified object code instruction) depending upon whether the result of the test is "0" or "1". Specifically, if the test result is "0", then the Z-flag of the CCR is set to "1", while if the test result is "0" then the Z-flag is cleared.

The bit test instruction can be modified to provide the same function irrespective of whether the bit that is to be tested is defined in the source code as having been loaded into a register which is part of the register section 14, or is held only in memory. That is to say, if the bit test instruction is generated in the form "tst", without an access size being specified, then this signifies to the CPU 8 that this operation is to be applied to a bit variable which is held in a register within the register section 14. If the bit test instruction is generated with an access size attached, then this instruction is executed



of a bit operational expression appearing in the source code, which might be written for example in C language, it converts that bit operational expression into a condition judgement expression which produces a result that is either "1" (i.e., a "true" decision) or "0" (a "false" decision). The compiler 2 then generates object code corresponding to that condition judgement expression (step S1).

Next, the compiler 2 generates object code whereby (when the object code instructions are executed by a CPU) a predetermined first binary value will be assigned to the left-side portion of the bit operational expression (i.e., to the bit variable which constitutes the result of the bit operational expression), if the result of the condition judgement is "true", with branching then being executed to the end of the processing that is executed in relation to the bit operational expression (step S2).

The compiler 2 then generates object code whereby a predetermined second binary value is assigned to the left-side portion of the bit operational expression, if the result of the condition judgement is "false". (step S3). This ends the processing for the bit operational expression.

Fig. 2 is a flow diagram of the processing which is performed through execution of the object code which is

generated by the compiler 2, in the case of the  
aforementioned bit operational expression (1), i.e.

bit1 = bit2 & bit3

The result of the bit operational expression (1) will  
be "1" if the conditions {bit2 = "1"} and {bit3 = "1"} are  
both satisfied. This can be written in C language as a  
statement defining a condition judgement expression, as  
follows:

bit2==1 && bit3==1 .....(4)

Hence the processing executed by this embodiment is  
equivalent to that whereby, if a "true" result is returned  
by the condition judgement expression (4), the left-side  
portion of the bit operational expression (1), i.e., the  
bit variable bit1, is assigned the value "1", while if a  
"false" result is returned by the condition judgement  
expression (4) then bit1 is assigned the value "0".

Referring to Fig. 2, firstly in step B1 the value of  
the bit variable bit2 is judged, and if it is found to be  
"0", then "0" is assigned to the bit variable bit1, and  
processing ends. If it is judged in step B1 that bit2 has  
the value "1", then step B2 is executed to judge the value  
of the bit variable bit3. If that is found to be "0", then  
processing goes to step B3 whereby "0" is assigned to bit1,  
while if bit3 is found to have the value "1", then "1" is



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for bit2, with this processing corresponding to step B2 of Fig. 2. The series of steps D1 to D4 correspond to execution of step S1 in Fig. 1, with object code being generated which corresponds to the condition judgement expression (4). If branching is executed to the label L001 from either of the steps D2 or D4, this corresponds to a "false" result being obtained from the condition judgement operation. If no branching to label L001 is executed from either of steps D2 or D4, so that the step D5 following step D4 is executed, then this corresponds to the case in which a "true" result is obtained from the condition judgement operation.

In step D5, the value "1" is assigned to the bit variable bit1, then (step D6) branching is executed to the label L002, to end this bit operation processing. This portion of the object code corresponds to execution of step S2 in Fig. 1, and to step B4 in Fig. 2.

In step D7, which corresponds to the case in which a "false" result is returned from the condition judgement operation, the bit variable bit1 is cleared to "0", and the processing ends. This portion of the object code corresponds to execution of step S3 in Fig. 1, and to step B3 in Fig. 2.

Thus, by comparison with the amount of code that is generated by a prior art compiler in such a case, as in the

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example of Fig. 7, the amount of code that is generated by the compiler 2 is substantially smaller.

The contents of the object code file 4 are thereby generated by the processing performed by the compiler 2, and the file 4 is then transferred from the personal computer 1 to the ROM writer 5, to be written (as binary data) into the program memory 7 within the microcomputer 6 which has been mounted in the ROM writer 5. Thereafter, the CPU 8 of the microcomputer 6 can execute the program constituted by the object code which is stored in the program memory 7.

As described above, the program can be executed irrespective of whether the source code has defined the bit variables bit1 to bit3 as each being held only in the internal memory 9 or in the external memory 10, or as having each been loaded into general-purpose registers within the register section 14. If the bit variables are in the general-purpose registers, then in the case of the example of Fig. 3, step D1 of the object code would be generated as "tst bit2" instead of "tst.b bit2". If however the bit variable bit2 were held only in the internal memory 9 and had not been written into a general-purpose register, then when the step D1 "tst.b bit2" is encountered during execution of the program by the CPU 8, the arithmetic and logic section 13 would read out from

memory the contents of the 8-bit variable containing the  
bit variable bit2, load the 8-bit variable contents into a  
general-purpose register (such as register reg1, specified  
in the prior art example of Fig. 7), then judge the value  
of the specified bit variable. Assuming that the  
instruction "mov BIT2" of the prior art example shown in  
Fig. 7 requires one clock cycle (of the CPU 8), then  
execution of the instruction "tst.b bit2" will require from  
2 to 3 clock cycles. Thus there will be an increase in the  
amount of object code, by comparison with execution of the  
"tst bit2" instruction, however it can be understood that  
irrespective of this, the invention enables the total  
amount of object code that is generated for a program to be  
substantially reduced by comparison with the prior art, and  
also enables the program execution time to also be reduced.

Thus with this embodiment, the compiler 2 which is  
installed in the personal computer 1 generates object code  
whereby each bit operational expression which is written in  
source code, in the source code file for a program, is  
converted into an expression which performs a condition  
judgement based upon the respective values of the bit  
variables such as bit2 and bit3 which are operands of the  
bit operational expression, with a specific binary value  
then being assigned to the bit variable (e.g., bit1) that  
is to be stored as the result of the bit operational

expression, and with that specific binary value being determined in accordance with whether the result of the condition judgement was "true" or "false". An optimized object code file 4 is thereby produced and transferred to be executed by the RISC CPU 8.

Hence, the number of steps required to be executed by the CPU for each of various portions of the program which involve bit variables can be very substantially reduced by comparison with the prior art, and the overall amount of object code that is generated for a program can be significantly reduced, while in addition a substantial increase in processing speed can be achieved when the CPU executes operations involving bit variables.

The program memory 7 of the microcomputer 6 stores the object code that is generated by the compiler 2, and thereafter the CPU 8 of the microcomputer 6 can read out and execute the program as the object code stored in the program memory 7. Since the overall amount of object code that is generated for a program is reduced, the storage capacity required for the program memory 7 is smaller than for the case in which a prior art compiler is utilized. Furthermore since the processing speed that is achieved by the CPU 8 when performing bit operations is increased, the processing power of the microcomputer 6 is enhanced.

It should be noted that the invention is not limited to the above embodiment, but could also have other aspects as follows. Firstly, some programming languages such as C (in conjunction with an appropriate CPU) enable a register of the CPU to be reserved for a bit field (i.e., a set of bit variables, which need not necessarily have a size that is an integral number of bytes) which is used as a register variable. Assuming that a register within the CPU 8 of the above embodiment can be used in this way, then the present invention enables that bit field to be operated on in a similar manner to that described above. Typically, it might be required to determine whether all of the bit variables of the bit field have a specified value, and to set the value of another bit variable (also in a register) in accordance with the result.

For example, as a similar example to that of Fig. 3, if it is assumed that two bit variables bit2, bit3 are constituents of a bit field which has been defined in the source code as a register variable, and a source code statement specifies that a third bit variable (bit1) is to be set to "1" or cleared to "0" in accordance with whether or not both of the bits of that bit field are "1", then the compiler of the above embodiment of the invention would convert such a source code statement into the following object code:

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    tst  bit2
    beq  L001
    tst  bit3
    beq  L001
    set  bit1
    bra  L002
L001:
    clr  bit1
L002;

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Furthermore, bit operational expressions are not limited to logic multiplication (i.e. AND) operations, but may consist of logic sum (i.e., OR), or exclusive-OR operations, and the present invention is also applicable to such operations. To perform such operations for example, an instruction such as "bne (not equal)" might be used in place of the branching instruction "beq" in the object code.

It should also be noted that the present invention is not limited to the use of a ROM writer 5 to write object code into a program memory 7. For example, it would be equally possible to use a communication link to transfer the object code for a program from the personal computer 1 to the microcomputer 6 via a serial communication link, to be written into the program memory 7 by the CPU 8 itself.

The program which constitutes the compiler 2 may be stored on any of various types of data storage medium, such as CD-ROM, floppy disk, MO disk, etc. With the contents of the compiler 2 stored in such a manner, the compiler

could be read into a main memory of the personal computer 1, and compiler processing then executed.

Furthermore, the invention is not limited to the case in which the microcomputer 6 is a one-chip microcomputer, since it could equally well be a microcomputer having the CPU 8 and the program memory 7 separately mounted on a printed circuit board. In that case, the ROM writer 5 could be connected to the program memory 7 alone, for writing in the object code.

Moreover the program memory is not limited to being a rewritable type of memory, but could be a non-rewritable type such as a mask ROM.

It can thus be understood that the above description of an embodiment is not intended in a limiting sense, and that various modifications to the embodiment could be envisaged which fall within the scope claimed for the invention in the appended claims.

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